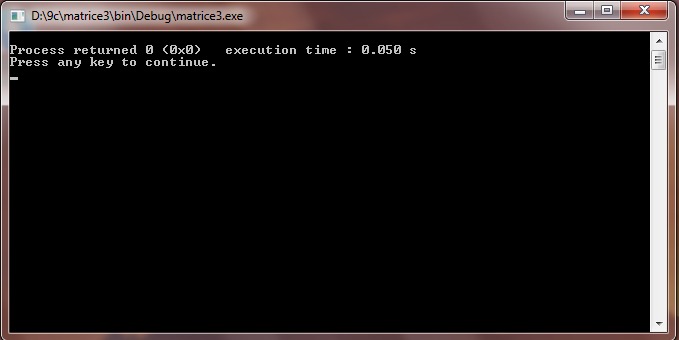
# Artificii de utilizare Code Blocks

Copierea datelor de intrare

E1.

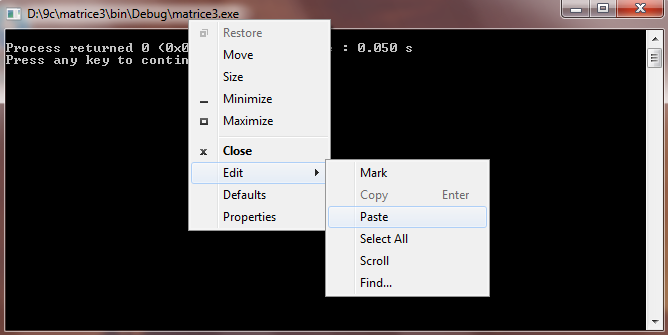
Selectarea datelor din problema respectiva (Ctrl+c).

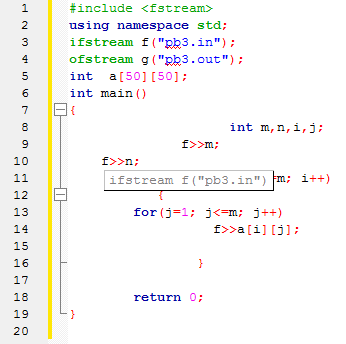
E2.

Acesarea ferestrei 

E3.

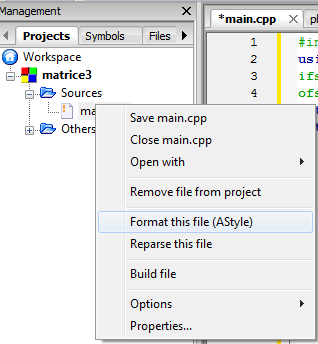
Accesati bara de titlu in orice punct cu clic dreapta.

E4. Clic dreapta -->Edi--> Paste

Indentarea asezarii in pagina a problemei

E1.

Clic dreapta pe “main.cpp” selectare “Format this file( AStyle)



Rezultatul obtinut este:

